

Claims:

1. (Currently amended) A method for ~~managing in a computer game a~~
~~game inventory of a plurality of virtual items acquired during computer game play, the~~
~~method~~ comprising:

operating, on a computing device comprising an electronic display, a computer
game inventory management system to manage display of a game inventory of a plurality
of virtual items acquired during computer game play on the computing device as a
function of computer-executable instructions configuring a processor to perform
operations comprising:

indicating to a game player, on ~~[[an]]~~ the electronic display during
computer game play, the plurality of computer generated virtual objects in a
graphical scene describer of a game display, the graphical scene describer
illustrating a computer generated representation of the game player interacting
with one or more characters within a virtual world in the computer game play,
wherein the plurality of virtual objects are configured in the computer game play:

to be obtained as possessions by ~~[[a]]~~ the computer generated
representation of the game player; and

to comprise one or more from other computer generated
representations, at least a portion of the plurality of virtual objects
comprising attributes;

collecting, in the graphical scene describer of the game display, the plurality of virtual objects using the computer generated representation of the game player, each of the plurality of virtual objects having one or more attributes assigned during game play;

indicating, on the ~~game electronic~~ display, at least a portion of the collected plurality of virtual objects as being possessed with the computer generated representation of the game player;

filtering, in the computer game, the collected plurality of virtual objects based on their [[the]] respective attributes that are assigned during ~~play of the computer game play~~, the filtering comprising filtering the collected plurality of virtual objects based on one or more filters : [[and]]

displaying, on the ~~game computer~~ display, an inventory management describer in addition to the graphical scene describer of the game display, the inventory management describer comprising:

one or more filter icons representing the one or more filters; and

an inventory display for displaying the plurality of virtual objects;

receiving, in the computer game play, an input via an input device from the game player for activating a filter of the one or more filters, the activating comprising selecting, in the inventory management describer, a filter icon representing the filter; and

displaying, upon the activating of the filter, a portion of the plurality of virtual objects in the inventory display, each of the plurality of virtual objects in

the inventory display including at least an attribute that matches the filter, wherein the displaying the portion of the plurality of virtual objects based on the filter activated by the game player facilitates the game player determining which of the plurality of virtual objects to be disposed or used in the computer game play as the computer generated representation of the game player interacts with the one or more characters in the virtual world in the graphical scene describer of the game display

~~the filtered collected plurality of objects in the game inventory.~~

2. (Currently amended) The method of claim 1, further comprising:

~~indicating, to a game player on the electronic display during computer game play, the computer generated representation of the game player;~~

indicating, in the graphical scene describer of [[on]] the game computer display,
other computer generated representations as the one or more characters in the game;

~~indicating, on the electronic display, the obtaining of the plurality of virtual objects with the computer generated representation of the game player; and~~

displaying the computer generated representation of the game player and the other computer generated representations ~~representation~~ as [[an]] animated characters
character.

3. (Currently amended) The method of claim 1, further comprising:

constructing a first filter and a second filter from the one or more filters, wherein at least one of the first filter and the second filter ~~filters~~ determines virtual objects having a flag type attribute or an enumeration type attribute; and

filtering with the first filter and the second filter the obtained plurality of virtual objects based on their attributes.

4. (Currently amended) The method of claim 3, wherein the constructing ~~[[of]]~~ the first filter is performed by the game player and the constructing ~~[[of]]~~ the second filter is performed by a game developer.

5. (Currently amended) The method of claim 4, further comprising selecting, by the game player, either the first filter or the second filter to obtain the plurality of virtual objects based on their attributes assigned during ~~play~~ of the computer game play.

6. (Currently amended) The method of claim 3, ~~wherein a plurality of objects included in the inventory are accessed using a plurality of filters~~, wherein each of the one or more filters ~~filter~~ is used to select virtual objects having associated attributes that match different predetermined attributes associated with the respective filter.

7. (Currently amended) The method of claim 3, wherein the filtering is executed with one of the one or more ~~plurality of~~ filters, and wherein certain ones of the

~~one or more plurality of~~ filters include one or more queries that are defined by ~~a player of~~ the game player, and other ones of the ~~one or more plurality of~~ filters include queries that are defined by ~~[[a]]~~ the game developer.

8. (Previously Presented) The method of claim 7, wherein only those virtual objects that satisfy a query that corresponds to the filter are selected by the filter.

9. (Cancelled).

10. (Currently amended) The method of claim 8, wherein the query ~~one or more queries~~ includes a structured query language (SQL) query.

11. (Cancelled).

12. (Currently amended) The method of claim ~~[[11]]~~ 1, further comprising selecting a virtual item icon within the inventory display to display the virtual object ~~[[item]]~~ corresponding to the virtual item icon.

13. (Currently amended) The method of claim 1, ~~wherein the filtering is done with a filter, and~~ wherein the filter is displayed as a component portion of a user interface ; ~~further comprising the player at least partially defining the filter.~~

14. (Cancelled).

15. (Currently amended) The method of claim [[14]] 1, wherein a mouse is used to select the filter.

16. (Currently amended) The method of claim [[14]] 1, wherein a joystick is used to select the filter.

17. (Currently amended) The method of claim [[14]] 1, wherein a computer display button is used to select the filter.

18. (Currently amended) The method of claim [[14]] 1, wherein a computer display menu is used to select the filter.

19. (Currently amended) The method of claim 1, wherein ~~the filtering is done with a filter, and wherein~~ the filter is represented by a name.

20. (Currently amended) The method of claim 1, wherein ~~the filtering is done with a filter, and wherein~~ the filter is represented by a symbol.

21. (Currently amended) The method of claim 1, wherein the collected plurality of virtual objects are indicated as being possessed using a virtual bag displayed

on the game electronic display , ~~wherein the filtering is executed using a filter, and wherein an indication of the filter is displayed as part of the electronic display displaying the bag.~~

22. (Previously Presented) The method of claim 3, further comprising:
enabling the first filter to filter a first virtual item; and
altering the attribute of the first virtual item to enable the second filter to filter the virtual item and to disable the first filter from filtering the first virtual item.

23. (Currently amended) An electronic device including a game display comprising:

virtual item icons indicating a plurality of virtual objects collected and hidden in a virtual bag by a computer generated representation of a game player during play of a computer game, at least a portion of the plurality of virtual objects comprising attributes assigned during play of the computer game;

a graphical scene describer illustrating a computer generated representation of the game player interacting one or more characters within a virtual world in the play of the computer game [[,]] and

an inventory management describer ~~portion~~, the inventory management ~~portion~~ describer including ~~includes~~:

an inventory filter icon for selecting, by the game player, an that can be selected to yield a selected inventoried bag for display based on a filter represented by the inventory filter icon; and [[,]]

an the selected inventoried bag display for displaying, in response to the selecting the inventoried bag, displays one or more filtered virtual item icons, each displayed virtual filtered item icon representing represents at least one of the plurality of collected and hidden virtual objects that includes the attributes assigned during play of the computer game and filtered based on the filter queries associated with the inventory filter icon;

wherein the displaying the at least one of the plurality of collected and hidden virtual objects in response to the filter facilitates the game player determining which of the plurality of collected and hidden virtual objects to be disposed or used in the play of the compute game as the computer generated representation of the game player interacts with the one or more characters in the virtual world in the graphical scene describer of the game display.

24. (Currently amended) The electronic device of claim 23, wherein dragging, with an input device, one of the virtual item icons associated with one of the virtual objects to a different inventory filter icon in the inventory management describer location on the game display with an input device alters the attributes of the one of the virtual objects such that the altered attributes of the one of the virtual objects match a different filter associated with the different inventory filter icon that virtual item.

25. (Previously Presented) The electronic device of claim 23, wherein the game player defines the inventory filter icon.

26. (Previously Presented) The electronic device of claim 23, wherein a game developer defines the inventory filter icon.

27. (Cancelled).

28. (Currently amended) The electronic device of claim 23, wherein the computer game is operative to search ~~[[a]]~~ the plurality of virtual objects for ~~[[a]]~~ the computer game, and the game display apparatus displays only ~~those~~ one or more virtual objects that satisfy search criteria as set forth by the attributes filtered based on queries associated with the inventory filter icon.

29. (Currently amended) The electronic device of claim 23, wherein the game player provides attributes and selects a portion of the plurality of virtual objects based on the criteria using a user interface.

30. (Currently amended) The electronic device of claim 23, wherein the computer game highlights the attributes of certain desirable virtual objects to ~~[[a]]~~ the game player.

31. (Currently amended) A computer readable medium storing computer executable instructions which, when executed by a processor, configure causes the processor to perform actions comprising:

indicating to a game player, on the electronic display presenting a game display during computer game play, a plurality of computer generated virtual objects in a graphical scene describer of the game display, the graphical scene describer illustrating a computer generated representation of the game player interacting one or more characters within a virtual world in the computer game play, wherein the plurality of virtual objects are configured in the computer game play to be obtained as possessions by the computer generated representation of the game player and to comprise one or more attributes;

collecting, in the graphical scene describer of the game display, the plurality of virtual objects using the computer generated representation of the game player;

indicating, on the game display, at least a portion of the collected plurality of virtual objects as being possessed with the computer generated representation of the game player;

filtering, in the computer game, the collected plurality of virtual objects based on their the respective attributes that are assigned during the computer game play, the filtering comprising filtering the plurality of collected virtual objects based on one or more filters;

displaying, on the game display, an inventory management describer in addition to the graphical scene describer, the inventory management describer comprising:

one or more filter icons representing the one or more filters; and
an inventory display for displaying the plurality of virtual objects;
receiving, in the computer game play, an input from the game player for activating
a filter of the one or more filters, the activating comprising selecting, in the inventory
management describer, a filter icon representing the filter; and
displaying, upon the activating the filter, a portion of the plurality of virtual
objects in the inventory display, each of the plurality of virtual objects in the inventory
display including at least an attribute that matches the filter, wherein the displaying the
portion of the plurality of virtual objects based on the filter facilitates the game player
determining which of the plurality of virtual objects is to be disposed or used in the
computer game play as the computer generated representation of the game player
interacts with the one or more characters in the virtual world in the graphical scene
describer of the game display

~~indicate a plurality of virtual objects to be obtained as possessions by a computer~~
~~generated representation of a virtual game player during the play of a computer game, at~~
~~least a portion of the plurality of virtual objects comprising attributes assigned during the~~
~~play of the computer game;~~

~~collect and hide in an inventory package the plurality of virtual objects with the~~
~~computer generated representation of the game player;~~

~~select a filter of a plurality of filters to apply to the inventory package based on the~~
~~attributes assigned during play of the computer game of at least one of the plurality of~~
~~virtual objects that are used within the computer game;~~

~~apply the selected filter to the inventory package based on the at least one of the attributes assigned during play of the computer game; and~~

~~display the virtual objects hidden in the inventory package with the applied selected filter.~~

32. (Currently amended) The computer readable medium comprising computer executable instructions of claim 31, wherein the actions further comprises ~~further comprising~~ constructing the filter via a user interface.

33. (Currently amended) The computer readable medium comprising computer executable instructions of claim 31, wherein ~~[[a]]~~ the game player ~~of the game~~ defines the filter.

34. (Previously Presented) The computer readable medium comprising computer executable instructions of claim 31, wherein a game developer of the game defines the filter.

35. (Currently amended) The computer readable medium comprising computer executable instructions of claim 31, wherein certain ones of the plurality of filters are defined by ~~a player of the game~~ player, and other ones of the plurality of filters are defined by a game developer, and wherein the game player selects which of the plurality of filters are to be applied to the inventory.

36. (Canceled)

37. (Currently amended) The electronic device of 23, wherein the electronic device is a game server operative to couple with a plurality of game computers running the computer game

~~An apparatus comprising:~~

~~a game server operative to couple with a plurality of game computers running a computer game;~~

~~the game server at least partially including an inventory management portion that stores an indication of a plurality of virtual objects obtained as possessions and hidden in a virtual bag by computer generated representations of a plurality of game players during their play of the computer game;~~

~~at least a portion of the plurality of virtual objects comprising attributes assigned during running of the computer game, the inventory management portion further including a process for providing an inventory filter icon that can be selected by the plurality of game players to filter attributes of the plurality of virtual objects assigned during running of the computer game to yield a selected inventoried package;~~

~~the selected inventoried package includes a process for indicating at least one virtual item icon to the game player;~~

~~each indicated virtual item icon represents at least one of the plurality of the virtual objects that includes the attributes filtered as a result of at least one of the game players selecting the inventory filter icon.~~

38. (Canceled)

39. (Currently amended) The electronic device apparatus of claim ~~[[37]]~~ 23, wherein the virtual objects are obtained as possessions by displaying the computer representations of the game player capturing the virtual objects from computer representations of other game players during the play of the computer game.

40. (Cancelled).

41. (Currently amended) The electronic device apparatus of claim ~~[[37]]~~ 23, wherein the electronic device apparatus searches ~~[[a]]~~ the plurality of virtual objects for attributes assigned during play of the computer game satisfying a predetermined search criteria, and the electronic device apparatus displays only those virtual objects that satisfy search criteria as set forth by the attributes filtered as a result of selecting the inventory filter icon.

42. (Canceled).

43. (Canceled).

44. (Currently amended) The method as recited in claim 1 further comprising indicating on the game ~~electronic~~ display during play of the game the computer representation of the game player using one of the filtered obtained plurality of objects.

45. (Currently amended) The method as recited in claim 1 further comprising exchanging one of the filtered virtual objects with other game players for value.

46. (Currently amended) The method as recited in claim 1 wherein the plurality of virtual objects are obtained as possessions by the computer generated representation of the game player from other computer generated representations of other game players.

47. (Currently amended) The method as recited in claim 1 wherein the filtering comprises querying the attributes selected from a group of queries comprising:

determining that the virtual objects [[that]] are to be sold and/or bartered,

determining that the virtual objects [[that]] are weapons against monsters, and

determining that the virtual objects [[that]] are constructed of a particular material.